WMD

Weapons of Mass Destruction include Nuclear, Biological, and Chemical Weapons.

A variety of WMD are possible (if not readily available). Effects are in D: Blast-1D, Bang-2D, etc.
Bio and Chemical weapons are clouds or areas of effect, diminishing with distance from the center.

N PLAGUE "NI" Biological Weapon

			Versus	------- Inflicts -------	
R=	Proximity	1D-1	Infect	Infect	Poison
0	Contact	0	3	6	1
1	Contact	1	3	4	
2	Touch	2	3	2	
3	Miss	3+	0		

Ni is a contact bio-weapon. It does not degrade.

D PLAGUE "DA" Biological Weapon

			Versus	------- Inflicts -------	
R=	Proximity	1D-1	Gas	Infect	Poison
0	Direct Hit	0	3	3	3
1	Hit	1	3	2	2
2	Near Miss	2	3	1	1
3	Miss	3+	0		

Da is an air-borne infectious bio-weapon. It degrades after one day.

R RAD POINT SOURCE "RUUN" Nuclear Weapon

			Versus	------- Inflicts -------
R=	Proximity	1D-1	Rad	Rad
0	Direct Hit	0	9	5
1	Hit	1	6	4
2	Near Miss	2	3	2
3	Miss	3+	0	

Ruun is a radioactive object. It does not degrade.

Kh RADIATION "KH" Nuclear Weapon

			Versus	------- Inflicts -------
R=	Proximity	1D-1	Rad	Rad
0	Direct Hit	0	6	6
1	Hit	1	4	4
2	Near Miss	2	2	2
3	Miss	3+	0	

Khulanii is a radioactive area dust contamination. It does not degrade.

G POISON GAS "GALI" Chemical Weapon

			Versus	------- Inflicts -------		
R=	Proximity	1D-1	Gas	Suff	Poison	Stench
0	Direct Hit	0	3	10	5	0
1	Hit	1	3	8	4	0
2	Near Miss	2	3	2	2	0
3	Miss	3+	0	0	0	0

Gali is an odorless suffocating gas. Degrades 1 per minute.

Z POISON GAS "ZALA" Chemical Weapon

			Versus	------- Inflicts -------		
R=	Proximity	1D-1	Gas	Suff	Poison	Stench
0	Direct Hit	0	3	2	10	5
1	Hit	1	3		8	4
2	Near Miss	2	3		2	2
3	Miss	3+	0		0	0

Zala is a poison gas with an identifiable odor. It degrades 1 per ten minutes.

T CROWD CONTROL GAS "TAT" Chemical Weapon

			Versus	------- Inflicts -------		
R=	Proximity	1D-1	Gas	Suff	Poison	Stench
0	Direct Hit	0	3	3	1	7
1	Hit	1	3	2		4
2	Near Miss	2	3	1		2
3	Miss	3+	0			1

Tat is a non-lethal gas. It degrades 1 per minute.

V CONTACT POISON "VON" Chemical Weapon

			Versus	------- Inflicts -------	
R=	Proximity	1D-1	Poison	Poison	Tranq
0	Contact	0	3	5	6
1	Contact	1	3	4	3
2	Touch	2	3	1	1
3	Miss	3+	0		

Von is a surface contaminant. It does not degrade.

R= distance from the release point (assumes a random targeting in the area).
Versus= Weapon attacks as stated against armor and protection. If it overwhelms the protection, use **Inflicts=.**

Range=	0	1	2	3	4	5	6	7	8	9
Range	Contact	Vshort	Short	Medium	Long	Vlong	Distant	VDistant	Orbit	Far Orbit
Distance		5 m	50 m	150 m	500 m	1000 m	5000 m	50 km	500 km	5000 km